

WEAPON-BASED ACTIONS			MOVEMENT ACTION RATES			VISIBILITY MODIFIERS		
Basic Shooting Action		Counts	Action		Counts	Visibility		Accuracy
Firing a cocked weapon		1*	Drop prone		3*	Shooting blind, complete darkness		-8
Cocking and firing a pointed weapon		3	Crawl/stroll		5' /20	Poor visibility		-1 to -7
Cocking and firing a pistol (2 nd + shots)		5	Walk		5' /10	Half moon, dense foliage, overcast full moon		-7
Cocking and firing rifle (2 nd + shots)		10 (6)	Jog		5' / 5	Full moon		-6
Cocking and firing 2 nd Shotgun Barrel		14 (10)	Run		5' / 3	Thick foliage, thick curtains		-5
Bringing a fire arm to bear/aim		4	Sprint**		10' / 5	Dim light, dusk, silhouettes, heavy shadows/fog		-4
Draw a weapon: Pistol/Knife/Hatchet		5	Halt run/sprint		10' /10	Early dawn, torchlight, fog, heavy smoke		-3
Rifle/Shotgun/Spear/Lance/Axe/Saber		10	Change Facing (1 face)		1	Dawn, bright outdoor light, thick haze, smoke		-2
Draw two weapons simultaneously		5	Change Facing (2 faces)		2	Light smoke, haze, thin foliage		-1
Drawing with off-hand		5	Change Facing (3 faces)		3			
Drawing without holster		d4	Sit/kneel from prone		3			
Fanfiring		-2	Kneel/sit from standing		2			
Loading: Pistol/Rifle Cartridge		10	Stand from sitting (ground)		5			
Cylinder		100	Stand from chair/kneeling		3			
Shell		25 (23)	Pick up a dropped weapon		5			
Two Shells		30 (28)	Check weapon: load		10			
From Shell Loop		d4	Check weapon: function		20			
WEAPON-BASED MODIFIERS			MOVEMENT-BASED MODIFIERS			PERSONAL WEAPON MODIFIERS		
Action	Speed	Accuracy	Dismounted	Speed**	Accuracy	Status	Spd.	Acc.
Steady Hand (Pistol Only)	2	2	Crawling	Stop***	Stop***	Unfamiliar with weapon	2	-2
Fire Deliberately, Pistol	4	2	Strolling	0	0	Using your weapon	0	0
Taking Careful Aim, Pistol	10	3	Walking	1	-1	Using same weapon model as your weapon	1	-1
Fire Deliberately, Rifle	8	4	Jogging	2	-3 / -6	Using your signature Weapon	-1	1
Taking Careful Aim, Rifle	20	6	Running	4	-4 / -8			
Laying Prone	4	2	Dodging*	2	-4 / -8			
Unaware of Opponent	10	0			(Pistol / Rifle)			
Resting Weapon on Solid Obj.	-	2(1)	Mounted					
Resting Weapon on Horse	-	1(-4)	Standing	2	0			
2 nd Shot at Same Target	-	1	Walking	2	-1			
3 rd + Shot at Same Target	-	2	Trotting	4	-5 / -10			
Second Shot < 2 seconds	-	-1	Loping	3	-3 / -6			
Third Shot < 2 seconds	-	-3	Galloping	3	-3 / -6			
Fourth Shot < 2 seconds	-	-6	**Movement-Based Speed	* Dodging reduces actual movement	***Must stop to shoot			
Fifth Shot < 2 seconds	-	-10	Penalties only modify Weapon-Based Action, not Movement-Based.					
Sixth Shot < 2 seconds	-	-15						
			TARGET MOVEMENT			WOUND MODIFIERS		
			Dismounted	Acc.		Total hp's lost	Spd*	Acc.
			Crawling/ Strolling	-1		<25%	1	-1
			Walking	-2		25-50%	3	-2
			Jogging	-3		51-75%	5	-4
			Running	-4		>75%	10	-6
			Dodging	-2		Ea. Graze, firing hand	0move 1shoot	-1
			Mounted			Ea. Wound, firing arm	0move 3shoot	-3
			Walking	-2		Ea. Wnd.	5move	
			Trotting	-4		leg/foot/hip	0shoot	0
			Loping	-6		Arrow wnd.	2	-2
			Galloping	-8		Head wound	1	-2
			* dodging adds to other types			*Penalties compound with other wounds		
			** can hit horse, check silhouette for misses					